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Subject: Re: Poly Amount

Posted by [HeavyX101- Left](#) on Wed, 23 Apr 2008 23:13:18 GMT

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Canadacdn wrote on Wed, 23 April 2008 18:04Blazea58 wrote on Tue, 22 April 2008 02:59I think the limit on alpha blended meshes is somewhere around only 5000 polygons also, so getting something on a large scale that has alot of blending is a huge task. Roleplay 2 of course i split all blended meshes to below 5k, the rest of it is just seperated enough that it wont lag most people. (lol u kno the picture)Thats the rp2 in current state and thats excluding everything added from level edit. Our current tests run at great fps.

I'm actually impressed at how well RP2 runs on the W3D engine. Usually anywhere on the map you are rendering 50,000+ polygons in the regular draw distance, plus dozens of high-resolution textures.

i agree with u, it does not really matter if they make high graphic textures , they should make them like renegade does

it is related to renegade engine isnt it ?

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